

### Project 3 - Fantasy Combat Game

Test Case	Input Values	Driver Functions	Expected Outcomes	Observed Outcomes
Choosing quit	2	main/menu.cpp	Return 0 and exit	Program exits
Invalid input	Other number/char	menu class	Continue to ask user for valid input	Continue to ask user for valid input
Invalid input	Choose non-existing characters	main.cpp	Continue to ask user for valid input	Continue to ask user for valid input
Continue?	2 to quit	main.cpp	Quits game	Quit game
KO Quit Condition	N/A	menu.cpp	Ends game when a character's sp <= 0	Prints KO message and goes back to play again?
Charm condition	N/A	vampire.cpp	If random is 2, opponent damage is 0	Opponent's damage is 0
Charm condition	N/A	vampire.cpp	If random is 1, continue to be attacked	Vampire suffers damage when Charm fails
Dicecount	N/A	bluemen.cpp	Loses 1 die per 4 cumulative sp lost	Loses 1 die per 4 cumulative sp lost
Medusa Glare	N/A	medusa.cpp	If roll == 12, opponent KO s	Opponent's sp becomes 0 and dies
Revive condition	N/A	harrypotter.cpp	1 extra life at 20 sp when Harry dies	Harry revives only once at 20sp.
Medusa Glare	N/A	medusa.cpp	Vampire's Charm trumps Glare	Vampire successfully used Charm and stayed alive
Continue?	1 to continue	main.cpp	Play new game when this option is selected	New game starts.